



## PHASE ONE PHONICS ACTIVITY IDEAS

This activity sheet accompanies the 'Fabulous phase 1 phonics' training available in person and online at [Nurserynook.co.uk](http://Nurserynook.co.uk)

### ASPECT 1, 'ENVIRONMENTAL SOUNDS':

Listening walks - take photos of things that make sounds.

CD's containing environmental sounds such as waves, rain, animals.

Animal sound games - e.g. bingo - match the sound to the picture.

Feeling bag or box - objects that rustle, jingle.

'My journey home' listen to sounds on a journey, encourage children to listen to the sounds and label.

Quiet or silent zones - children to listen and label sounds.

Tuff spot tray activities such as 'builders sites' with environmental CD's, under the sea (whale sounds), farms (farm animals).

Louder and quieter game - Use loud lion and quiet mouse.

### ASPECT 2 'INSTRUMENTAL SOUNDS':

Children make their own shakers or musical instruments.

Going on a 'stick walk' - what sounds can you make?

Singing along with instruments.

Making loud sounds and quiet sounds with instruments.

Distinguishing between 'types of sounds' e.g. metal and wood.

Movement games - moving fast to a tambourine and slow to a drum.

Which instrument in my bag?

If you're happy and you know it play you \_\_\_\_\_ song/game.

Warmer/colder game Shake the instrument louder when they're getting warmer to something and quieter when its farther away.

NO SOUND - can you pass my shaker round the circle without making a single sound?

### ASPECT 3 'BODY PERCUSSION':

Play Simon says.

Using mirrors to see the way their body makes certain sounds.

Body percussion along to sounds.

Squelching in the mud - bare feet!

Make loud or quiet sounds with their body to imitate animals.

Make loud of quiet sounds to imitate sounds in the environment.

## ASPECT 4 'RHYTHM AND RHYME':

Sing songs with a regular beat, e.g. jelly on a plate, cowboy joe etc.

Move to a rhythm (up like a rocket).

Rhyming bingo

Rhyming/silly soup

What's inside the magic bag (rhyming couplets)

Stories that rhyme.

Adapt songs e.g. 'Twinkle twinkle little car.'

Sing a song with the wrong rhyme - catch me out. E.g. 'I saw a cat on a ... bus?'

## ASPECT 5 'ALLITERATION':

Magic bag (alliteration) e.g. Shiny shoe, crunchy crisp, big brick.

I-spy games "I spy a shiny -----"

Sort objects into two sounds e.g. "Sh" and "D" (Shoe, Ship, Dog, Drum)

Sound boxes and bags (where all objects link to the sound).

## ASPECT 6 'VOICE SOUNDS':

Mirror games - make sounds and observe how your body makes that sound.

Practice making long and short sounds through games, e.g. 'slide down a slide wheeee,' 'scared of a ghost oh!'

## ASPECT 7 'ORAL BLENDING AND SEGMENTING':

Sound talk games e.g. "Run to the s-a-n-d"

Speak in sound talk, "Put it in the -b-i-n"

I-spy "I spy a b-a-t"

Sound talk specific words in stories (words which are obvious and/or known to the children already)